Subject: Re: prelit materials lightmaps, exporting wlt files
Posted by Gen_Blacky on Sat, 28 Aug 2010 06:53:52 GMT
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Abjab wrote on Sat, 28 August 2010 00:32

With these tools you dont need to extract a single file anymore, it imports straight from .mix or .big files and lookup for all files required, so you don't need to extract all textures and other w3d files the model you need to import depends on.

It's not just a simple importer anymore, it has become a series of tools: W3D Hierarchy Builder, W3D Textures Browser, W3D Flags Helper Tool, plus full W3D Import/Export supports.

Oh wow that would be handy not having to collect all the files manually.

I use your w3d importer all the time in fact I just used it today. Your w3d importer is the only one that imports animations correctly most of the time. I'm Specially interested in the w3d flag tool.